
Subject: Re: Half-Life 2 Style Map Making
Posted by [BlueThen](#) on Mon, 09 Mar 2009 02:47:48 GMT
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madrackz wrote on Sun, 08 March 2009 08:37: Is there a way to load the Under.W3D in 3DS MAX without errors?
Maybe if you extract it using XCC mixer, and if you have the proper plugins for loading w3d files?
